Appl. No. 10/732,895
Amdt. dated February 8, 2007
Reply to Office Action of August 18, 2006

Docket No. 180-1024

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1-11.   (canceled)

12.   (currently amended)   A method for using partial game credits in a gaming environment, the method comprising:

  providing at least one gaming machine presenting a game;

  accepting game credits from the player;

  initiating a gaming session wherein full credits are used for game play;

  determining a number of game plays available for the partial credits when an insufficient amount of full credits are available for game play;

  receiving player input initiating game play using partial credits;

  automatically playing the determined number of game plays using partial credits as wagers, wherein a single, fixed <u>award</u> value is assigned to all winning events <u>when automatically playing the determined number of game plays</u>; ~~using partial credits as wagers~~; and

  making an aggregate award value available to the player, wherein the aggregate award value is the product of the number of winning events and the single, fixed value of the winning events.

13.   (previously presented)The method of claim 12, wherein determining the number of game plays available for the partial credits further comprises dividing the value of the partial credits by a wager value, wherein the wager value yields a whole number of game plays greater than one game play.

14.   (previously presented)The method of claim 13, wherein the wager value is $0.01.

15.   (previously presented)The method of claim 13, wherein the single, fixed value is based upon the wager value and a payout percentage of the gaming machine.

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16.   (currently amended)   A method for using partial game credits in a gaming environment, the method comprising:

providing a game on a gaming machine, wherein the gaming machine accepts full credit and partial credit wagers, and wherein a fixed award value is assigned to all winning events based upon game play using partial credit wagers;

accepting game credits from a player;

displaying the number of full credits and partial credits available to the player;

initiating a gaming session, wherein full credit wagers are used to play the game;

continuing the gaming session using partial credit wagers when there is not enough game credits available for full credit wagers, wherein game play with partial credit wagers occurs without player input;

counting and displaying the number of winning outcomes events based upon partial credit wagers; and

presenting an aggregate award value to the player, wherein the aggregate award value is the product of the number of winning outcomes based upon partial credit wagers and the fixed award value.

17.   (previously presented)A method for using residual game play credits in a gaming environment, the method comprising:

providing at least one gaming machine presenting a game, wherein every winning game outcome of the game has the same prize value;

accepting residual game credits from a player;

determining a number of game plays available to the player by dividing the residual game credits by a wager value;

generating game outcomes for the determined number of game plays, wherein the game plays occur without player input; and

awarding an aggregate prize value, wherein the aggregate prize value is the product of the number of winning outcomes and the prize value.

18.   (previously presented)The method of claim 17, further comprising receiving player input selecting the wager value.

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19.   (previously presented)The method of claim 17, wherein the credit value is $0.01.

20.   (previously presented)The method of claim 17, wherein the prize value is based upon the credit value and a payout percentage of the gaming machine.